

Name (maximum 1): _____

Title: _____ Project #: _____

CMed 20/30

INTERACTIVE MEDIA – Game Design

Description

This project requires you to produce an interactive game using Scratch or similar software. Your game must have a clear concept/goal/objective and include original design elements (sprites/objects, rooms/backgrounds, sounds, music and other variables).

Format

This game can be a one- or two-player game. If you design a one-player game, you must create at least three levels or have a scrolling background. A two-player game requires only two levels (or a scrolling background). Players in the game must have some sort of scoring system, be able to perish and be able to dodge and defeat “enemies” as well as conquer levels. Title, production company name and copyright year must appear at the start. An option to view instructions needs to be available. Music and sound effects must be included throughout.

Pre-Production Elements

Create a concept outline – a paragraph or two summarizing the objective of the game, characters, obstacles/enemies, tools to conquer, how to avoid losing, how to win.

Some games are story-based and develop around this. If you are considering creating a second game, you could build off the first developing the story further.

Create a sketch of the game area on a sample screen. The sample screen should include samples of each type of character, obstacle examples and a level finish area. This sketch can be done by hand but needs to be neat and clearly labeled.

Scoring (10% - 20%)

	Hard copy	E-file
<input type="checkbox"/> Concept outline – typed and printed	✓	X
<input type="checkbox"/> Game area sketch with required elements and clearly labeled	✓	X

Production Elements

Create the one- or two-person game with the required elements and number of levels.

Try to make your game as intuitive and user-friendly as possible. User should get indication of level or game completion failure to complete a level accordingly.

Add music and sound effects where appropriate. Include title, production company name, copyright year and directions.

Scoring (70% - 80%)

- | |
|---|
| <input type="checkbox"/> Sufficient number of levels for style chosen |
| <input type="checkbox"/> user controls perform as intended |
| <input type="checkbox"/> object of game is intuitive |

Post-Production Elements

Be sure to test your game for functionality in all scenarios. If it functions flawlessly, get a peer review and be prepared to make some last-minute changes. Save your game file (or link if using online software) to the proper project folder.

Then complete a Project Reflection.

Scoring (10% - 20%)

	Hard copy	E-file
<input type="checkbox"/> Peer Review	X	✓
<input type="checkbox"/> Game file (scored at production phase)	X	✓
<input type="checkbox"/> Project Reflection form	X	✓
<input type="checkbox"/> Neatly organized duotang with all required papers	✓	X

SUMMARY

A single element, done well, can be outstanding, however, done poorly, can bring down the entire feel of the entire production. Weight each category accordingly. Total must equal 100.

Category	Weight Range	Choose a weighting	Score
Pre-production	10% to 20%		
Production	70% to 80%		
Post-production	10% to 20%		
TOTAL		100%	